Welcome to Acid Fluxx Bass' Guide To Modding Star Trek Legacy!

The general intentions of this is to introduce new modders and to explain as simply as easily as possible the ways of modding!
I had been interesting in modding a while before actually starting. I found the availability of modding tutorials very limited and the information given can be very vague. With this tutorial, I intend to make it easy of new modders come into modding.
I had started modding in March with the TNG Relic Refit of the NX Class. As my first released mod, it was a simple retexture, however, upon starting to mod, my releases attracted attention and almost instantly i was drafted into New Gen. Since I have decided to go it alone and contribute as 'acidfluxxbass'. I have, since, learnt new techniques such as odf-editing, retexturing and more recently modelling.

This first version of the Guide to modding shall be a quick and simple introduction to odfs

Odf scripting and editing is often a favorite among new modders. It is simple and easy to do and requires minimal skill and effort!
On the next page there will be a complete guide to odf editing!

ODF's can be found at C/:Program Files/Bethesda Softworks/Star Trek Legacy/odf
Im going to demonstrate the ships odf. Found in the ships folder in the odf folder.
The most important thing to odf's is knowing what each part does.
Below, I have a stock Ambassador Class odf file.

```
#include "F_tngclass_battleship.odf"
#include "Repair_tngearly.odf"
#include "f_battleship_upgrades_tng.odf"

//*************************************************************************
//   GENERAL STUFF...
//*************************************************************************
// Name of Ship class in Ship Display window & in edit mode & tooltip
unitName = "Ambassador class"

// Tooltips
tooltip = "ambassadorclass"
verboseTooltip = "ambassadorclass_v"

// Race which can build ship & starting race of ship
race = "federation"

//*************************************************************************
//SHIP SYSTEM INFORMATION
//*************************************************************************

// General (upgradeable) values the Player sees for each system
hullLevel     = 1750
weaponsLevel = 1500
sensorsLevel = 1100
enginesLevel =  620
shieldsLevel = 1700

// WEAPON values
numberOfPhaserBeams = 2
numberOfForePhotons = 4
photonSpread = 1
//forePhotonSpread = 1
numberOfAftPhotons = 0
//aftPhotonSpread = 0

// COMMAND POINT COST
commandPointCost = 12000
startYear = 2332
endYear   = 2400

//*************************************************************************
//   SHIP NAMES
//*************************************************************************
possibleCraftNames =  "USS Enterprise" "USS Excalibur" "USS Adelphi" "USS Ghandi" "USS Exeter"
//          "USS Breau" "USS Colonial" "USS Sanderon" "USS Wolff"
//          "USS Hackabout" "USS Cole" "USS Corvair" "USS Memphis"
```

-i tend not to worry about these.. Its basically the files which relate to files which allows you to upgrade your ship in game

This section is where you can change the name of the ship and the base name. The unit name is the name which appears in the game If you want to change the race of a ship replace the "federation" or whatevers in there with "romulan" or "borg" etc.

Changing the stats of you ships is an important thing to do. Just change the digits! The higher the better your ship!

Below are the amount of phaser volleys or photons your ship can wield.

Further down are the costs of your ships and the era it was in. 2300 - 2400 is TNG, 2200 - 2300 is TOS and 2100-2200 is ENT.

These are the names of the ships. If your not sure how to change logo files, leave this bit

```
logoFileNames = "F_Ambassador_Logo_1" "F_Ambassador_Logo_2" "F_Ambassador_Logo_3" "F_Ambassador_Logo_4"
"F_Ambassador_Logo_5"

//*********************************************************************
//   ART PARAMETERS & WEAPON NAMES
//*********************************************************************
// for phasers
weapon1 = "fed_tng_phaser_3beam"
weaponHardpoints1 =  "hp02" "hp03" "hp04" "hp05" "hp06" "hp07"

// Aft phasers
weapon2 = "fed_tng_phaser_4beam"
weaponHardpoints2 =  "hp08" "hp09"

// Ventral phasers
weapon3 = "fed_tng_phaser_4beam"
weaponHardpoints3 =  "hp10" "hp11"

//**********************************************
// fore Photon torpedos
weapon4 = "fed_tng_photon_battleship"
weaponHardpoints4 =  "hp01"

// real tractor beam
weapon5 = "f_tractor_bm"
weaponHardpoints5 = "hp12" "hp13" "hp20" "hp21"

// Warp
weapon6 = "gwarp"
weaponHardpoints6 = "hp14"

//Self Destruct
weapon7 = "gselfdes"
weaponHardpoints7 = "hp16"

// long range sensor
weapon8 = "long_range_sensor"
weaponHardpoints8 = "hp20"

// Hardpoints to hit for various systems and other locations.
EngineTargetHardpoints = "hp15" "hp16" "hp17"
WeaponTargetHardpoints = "hp18"
ShieldTargetHardpoints = "hp19"
SensorTargetHardpoints = "hp20" "hp21"

// Sub-System Destruction Effects
EngineDestructionHardpoints = "hp15" "hp16" "hp17"
WeaponDestructionHardpoints = "hp15" ShieldDestructionHardpoints = "hp30"
SensorDestructionHardpoints = "hp31" "hp21"

//*********************************************************************
//   CHANGE THE SCALE
//*********************************************************************
realLength = 526

//*********************************************************************
```

Ignore these, they relate to the Ship names on the previous page!

These are the weapons bit. As an odf modder you only really need to change the bit inside the "*". For example, you could change "fed_tng_phaser_3beam" with another weapon. The other weapons can be found in Star Trek Legacy/odf/weapons/ then another folder for the weapon of your choice and simply copy in the odf filename! Fairly simple and a popular thing to do for modders. However, don't change any of the "weaponHardpoints" bits or the "weapon" bit as these, if changed will cause you game to crash..

Wont need to change these bits.

Heres a nice feature. Change the scale! The measure is in meters so a Galaxy would be 600 odd meters and a sov a bit more. Experiment really.

```
//   SHIELDS AND DAMAGE
//**********************************************************************
//Ambassador, generated Mon Dec 16 13:26:40 2002
hasHull = 1;
hasShield = 1;
hasWeapons = 1;
hasEngines = 1;
hasSensors = 1;

// These will break off.
engineBreakNodes = "L_Engine" "R_Engine"

selfDestructRadius = 850; // this applies when our ship is destroyed - sls
selfDestructDamage = 1700; // the damage applied when we blow up - sls

//**********************************************************************
//   PHYSICS PARAMETERS
//**********************************************************************

// physics file for star trekky physics behavior
PhysicsFile = "f_ambassador_physics.odf"

//**********************************************************************
//   BUILD, etc.
//**********************************************************************
// Amount of time required to build ship
buildTime = 56.0

cameraRadiusScale = 1.5
```

These bits mean little to me really. They don't do much.. Cameraradius scale you could play with. Choose the distance of your ship from the

Generally speaking.. There's plenty to do with odf's. You could change a ships technical data and make it far more interesting or balanced. If you don't like the size of something, change it!
Odf scripting is a stage where modders can begin to learn the ropes and become accustomed to Legacy. You grow an understanding of how it all works and you learn you way about the file directories.

Examples of odfs released by members include improved ambassadors, federation warbirds and many more!

Before releasing the mod, grab the original M3d file from Star Trek Legacy/M3d and change bother your odf and m3d's names. For example, F_Ambassador to F_Ambassador_r
Once done your done you can release!
Remember to include all necassary data and when submitting, REMEMBER TO PUT THE ODF REFITS IN THE SCRIPTING CATEGORY!!

Well, thats the extent of my knowledge on odf refits for ships. Depending on the popularity and success of this tutorial I may release another going into another area of modding. Hope to see some mods pretty soon! My next tutorial is still undecided. I may do retexturing or weapons. This is, as you could say, a tester tutorial to see how the community welcomes it. Hope this helps!

Many Thanks,
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